STAR WARS™

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27

GENERAL GRIEVOUS' WHEEL BIKE

Monowheel attack vehicle

Boga dragonmount

Utapau, Pau City

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STAR WARS

General Grievous, the brutal leader of the droid armies of the Clone Wars, used very few vehicles. His own speed and agility were normally sufficient for his purposes. However, the cyborg occasionally used a personalised Tsmeu-6 wheel bike. Designed as an all-terrain reconnaissance vehicle, Grievous had modified it into a devastating attack transport, allowing him to swiftly hunt down his favourite prey – Jedi Knights!

"I WILL DEAL WITH THIS JEDI SLIME MYSELF."

GENERAL GRIEVOUS

THE LEGEND
OF GENERAL GRIEVOUS' WHEEL BIKE

At the Battle of Parein II 4, the forces of the Republic were utterly destroyed by the cyborg leader of the CIS droid armies, General Grievous. The battlefield on the fourth moon of Parein II saw Grievous use a new weapon for the first time – his personal wheel bike.

The Tsmeu-6 Personal Wheel Bike was designed and manufactured by the Z-Gomot Ternbuell Guppat Corporation, a subsidiary of the InterGalactic Banking Clan. Its design was incorporated into the automated self-replicating military factory systems provided by the Techno Union, so wheel bikes were often seen during the conflicts of the Clone Wars.

Speedy Scout

The Aargauan designers based the wheel bike on the hoop-like wheels of the IGBC hailfire droids, whose speed across most battlefield terrain was as terrifying as the weapons they bore, adding immeasurably to their fearsome reputation. The Tsmeu-6 Personal Wheel Bike had a similarly frightening appearance, but its power-to-weight ratio made it much faster than the far larger, heavier hailfire tanks.

Looking like a coiled, multi-legged insect, the Tsmeu-6 was designed to carry two operators – a pilot and a passenger sitting side by side, the latter acting as navigator, comms operator and scout. Despite its fearsome appearance, its designers had developed it to operate as an unarmed and unshielded scout vehicle, relying on speed to get it out of any trouble that small-arms

fire from the passenger couldn't deal with.

A Tsmeu-6 could hurtle along at up to 330km/h. Its two spinning, clawed wheels surrounded a centrally mounted motor and the conveyance was stabilised by gyroscopic forces created by two counter-spinning internal drive chains. These chains had a secondary purpose. Each link featured built-in capacitors that stored reserve energy to power additional systems – most notably the wheel bike's legs. When the terrain called for it, the wheel bike reared up on two pairs of legs that allowed the machine to walk, run and even leap over terrain impassable for the wheel drive. The effect was unsettling but effective, and the bike could cope with sheer surfaces that might defeat its clawed wheels.

Grievous' Modifications

General Grievous adapted his wheel bike substantially. Its passenger seat was removed, making space for a massively overpowered addition – a Golan Arms nd-53 double laser cannon that would not have looked out of place on a tank. This fearsome weapon drew power from the chain-link capacitors, and featured additional recoil-damper systems to prevent the bike from spinning when the cannon was fired.

The normal padding on the pilot's seat was replaced with magnetic panels that clamped the General to his seat. The normal wheel bike's control panel was retrofitted with a colour filter that better suited the General's reptilian vision, and all of the bike's additional systems were linked to it. The result was a machine that needed three arms to operate it. That suited Grievous just fine – it left his fourth arm free to wield a lightsaber.

PURSUIT!

THE CHASE ON UTAPAU

In the caverns of Utapau's capital, Pau City, Jedi Master Obi-Wan Kenobi was tipped off by Port Administrator Tion Medon that General Grievous was indeed on the planet. The Jedi Knight tracked Grievous to the tenth level of the city, readying himself to confront the deadly cyborg.

Obi-Wan sent his starfighter back up into orbit, piloted by his droid, with a message to the orbiting Republic Forces to begin their assault. Kenobi knew that the General had been injured by Mace Windu, but his choice of a powerful but stealthy varactyl mount called Boga to begin his hunt for the cyborg showed that he was aware that Grievous was still a most dangerous foe.

No More Hiding

Kenobi arrived on the darkened level above where Grievous was meeting with the Separatist leaders. It looked as though the General was about to leave, and Kenobi couldn't risk losing him again. After a moment of consideration, Obi-Wan decided to delay Grievous' departure and so dropped down to confront the cyborg, first flattening four of the General's guards.

Kenobi and Grievous drew lightsabers and the battle began. No sooner had Obi-Wan cut off two of Grievous' clawed hands than the Clone Troopers arrived, and a huge fire fight erupted. Hurling Grievous into the air with a Force push,

"General Kenobi. You are a bold one!"

General Grievous

Kenobi then watched as the scuttling cyborg fled, leaping onto his wheel bike and zooming off.

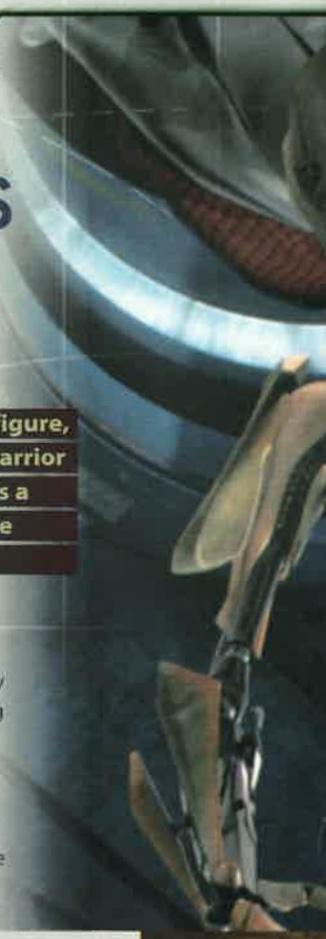
The End Of Grievous

Obi-Wan whistled up his varactyl and gave chase, but he lost his lightsaber during the pursuit. When he caught up with Grievous, the two did battle, even as they hurtled through the caverns and tunnels of Pau City. Grievous had one of his MagnaGuards' staff weapons, and used it to try to drive off the Jedi. Kenobi managed to take it off him and tried to cripple the wheel bike. Finally, Obi-Wan leapt aboard the vehicle.

In the struggle, the warriors tumbled off, and the bike careened off into nothingness, falling to its destruction. Obi-Wan and the General fought hard in a duel to the death. In the end, Kenobi ripped open Grievous' chest armour then, using the cyborg's own blaster, incinerated the General's organ sac. Grievous was dead.

GENERAL GRIEVOUS

FROM SAVIOUR TO CYBORG



While General Grievous was a feared and hated figure, the story of how the once-honourable Kaleesh warrior Qymaen jai Sheelal became this terrible cyborg is a tale darkly stained with tragedy, betrayal and the machinations of the Sith.

Crimes on many outlying worlds were missed by the overstretched Old Republic. However, some worlds suffered inadvertent injustices at the hands of the Old Republic. Kalee, on the Outer Rim, was one such place. The low-tech, reptilian Kaleesh people fell victim to the ravaging Yam'rii – members of a greedy insect species who ruthlessly overran many planets in their sector, stripping their resources and selling their populations into slavery. When the Yam'rii turned their attentions to Kalee, the results were appalling. The Kaleesh had no high technology, nor any Senate representation, so their cries went unheeded.

Born To Fight

Qymaen jai Sheelal was born into near-constant war. The Kaleesh struggle against their technologically superior foe (whom they called the Huk – or soulless bugs) was devastating. Sheelal was taught to use a slugthrower, the Czerka Outland rifle, by his father and, by the age of eight, had 40 kills as a sniper. The Kaleesh came to regard him as something of a legend, a demigod, but he had even more in store for them. Sheelal had a dream, seeing himself armed with only two Lig swords, hunting a wild animal. Setting out to make the dream a reality, he found the Kaleesh warrior woman Ronderu Iij Kummar, the embodiment of everything he wanted in a female. The two became bonded warriors of terrifying effectiveness. They cut down thousands of Huk over innumerable campaigns before, after being separated on the battlefield, Kummar was killed.

Becoming Grievous

Driven to the edge of sanity, and sunk in a psychotic depression, Sheelal grieved for Kummar, whose body was lost in the Jenuwaa Sea.

A twisted melding of flesh and metal, General Grievous' body was a deadly weapon forged by the cutting-edge developers of the Confederacy.

PROFILE

General Grievous

Height
1.905 metres

Species
Kaleesh (cyborg)

Weapons
Blaster, lightsaber

Affiliation
CIS, IGBC, Separatist

Though Sheelal tried to move on, taking many wives, he finally had to acknowledge that his grief was forever. However, determined that he would not be alone in his pain, Sheelal threw off his old identity and became simply Grievous. Then, he turned on the Huk with even greater determination.

Seeking Vengeance

For years, the best of the Kaleesh warriors – the Izvoshra – had been fighting alongside Sheelal. Now, Grievous gathered them together as his bodyguards, each a

khan in charge of troops of his own. Grievous then went to war against the Huk with renewed ferocity and determination. The Kaleesh forces drove them from their world and pursued the Huk to their colony worlds, exacting bloody vengeance.

Republic Justice

The Huk made a very unexpected move and turned to the Republic for help. The Jedi came, siding with the Huk against the invaders. The Kaleesh were censured, embargoes and fines were imposed, and hundreds of thousands of Kaleesh starved to death. Rescue for the Kaleesh came from an unexpected quarter. San Hill, then Chairman of the InterGalactic Banking Clan, offered Grievous the chance to become an enforcer. In return, the Clan would absorb the Kaleesh debts.

Reluctantly, Grievous accepted the role but only on the understanding that his people would be saved. Forbidden the services of his Izvoshra, Grievous took over the IGBC's droid army but hated the stupid droids and demanded a more intelligent personal guard. In consultation

Grievous Art

On 8 November 2002, George Lucas declared that Episode III would have a new villain – the general of the droid armies of the Separatists. The brief was later defined further that the general would be a droid himself. An early sketch by Warren Fu came closest to Lucas's vision, but in the end became the MagnaGuards. Fu developed the idea further, suggesting the general should have organic eyes. Finally, by the end of the year, Lucas named the approved design – General Grievous.

with Count Dooku, Hill agreed, so the IG-100 MagnaGuards were created, and Grievous demanded he train them himself.

Betrayal

Grievous was a phenomenally successful enforcer, and the IGBC counted him as one of their more valuable resources. However, when the Huk defiled Kaleesh sacred burial grounds, Grievous broke his agreement, summoning his Izvoshra and heading for Kalee with vengeance in his heart.

San Hill worked with his Separatist allies – including Darth Sidious and Count Dooku – to bring Grievous permanently to heel. An ion bomb was placed in Grievous' shuttle on Kalee, and Grievous' pilot seat was rigged to eject him by remote control. The Izvoshra all died, but Dooku saved a sorely wounded Grievous, at the same time ensuring that the warrior believed that the Jedi were responsible for his injuries.

The General

Grievous had survived too well, so additional injuries were inflicted later. His mind already fractured, Grievous agreed to reconstruction, and to returning to service, driven by his hatred for the Republic and the Huk. Though disgusted by the cyborg body he now inhabited, Grievous took the position of Supreme Commander of the Droid Armies of the Separatists. He was further trained in lightsaber combat by Dooku, becoming even more deadly in the process. General Grievous was finally unleashed.

REPUBLIC ASSAULT GUNBOAT

SUPPORT AND PATROL VESSEL

The Mekuun Corporation High-Altitude Entry Transport HAET-221 was a light patrol craft that could be dropped from orbiting capital ships to provide additional cover during landings, as well as operating as patrol and terrain- mapping craft. These craft were used extensively during the Utapau campaigns in the Clone Wars.

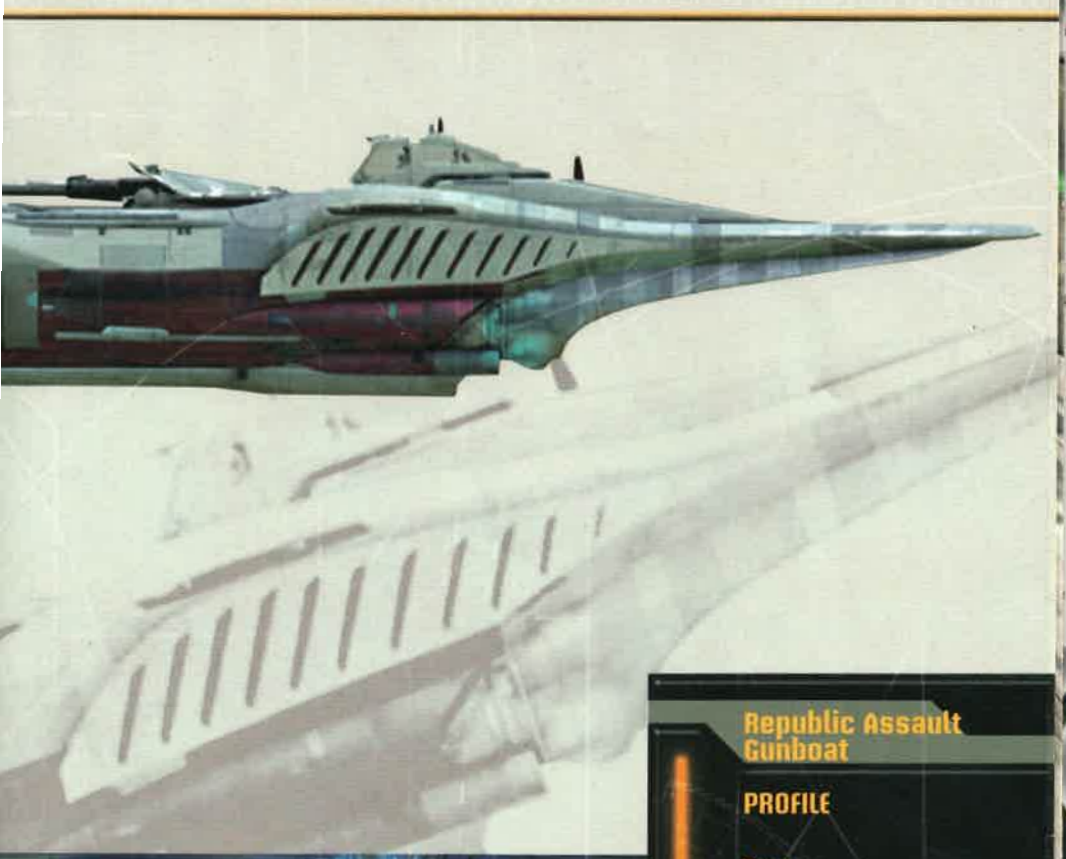
While the Republic had a number of troop dropships and starfighters, there was a need for a craft that could act as a fire-support and patrol vessel during and after landings. Built by the Mekuun Corporation, a company better known for producing the UT-AT and other heavy repulsorlift vehicles, the HAET-221 was a gunboat that could be launched from low orbit.

Fiery Arrival

Fitted with shielding to help it survive re-entry, and positional rockets to ensure it stayed on target, the craft would engage its powerful repulsorlifts once in a planet's atmosphere. Despite having a flight ceiling of several kilometres, the HAET-221 would normally cruise at around a few metres off the surface. Between low-orbit and ground fall, the sophisticated targeting array scanned and mapped the approaching planet's terrain and marked any enemy forces spotted during the approach. This meant that the vessel was also useful as a recon-craft, though its primary mission – using its anti-vehicle laser cannon and its anti-personnel blasters – was more aggressive.

Behind The Scenes

The HAET-221 was originally designed as a 1,800m long Confederacy capital ship in the Battle of Coruscant at the opening of Episode III. It then became a Republic support ship called the GGA, then a Separatist vessel again, and then finally – in a scaled down form – a speeder-sized vessel of the Republic used on Utapau.



Republic Assault Gunboat

PROFILE

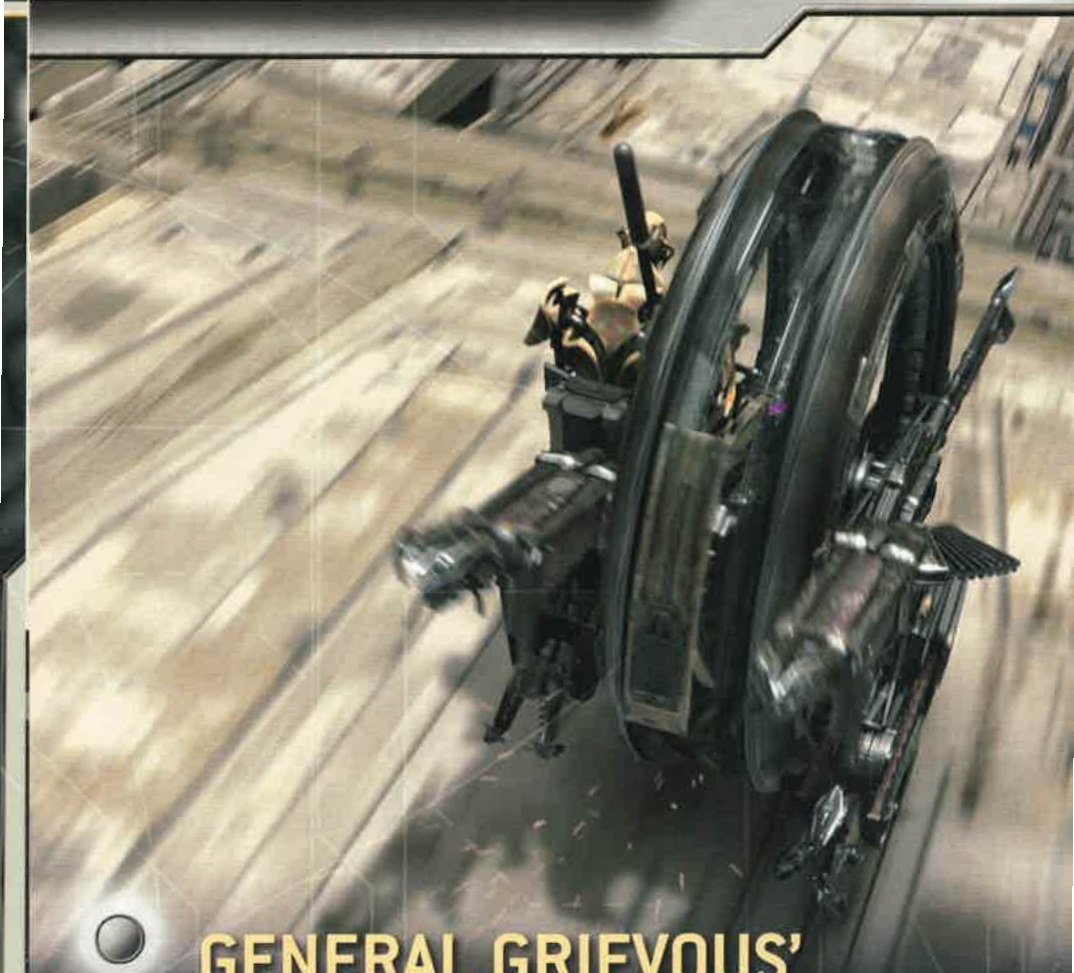
Type
High-Altitude Entry Transport-221

Manufacturer
Mekuun Corporation

Length
17.2m

Weapons
2 quad laser cannons;
1 aft laser cannon

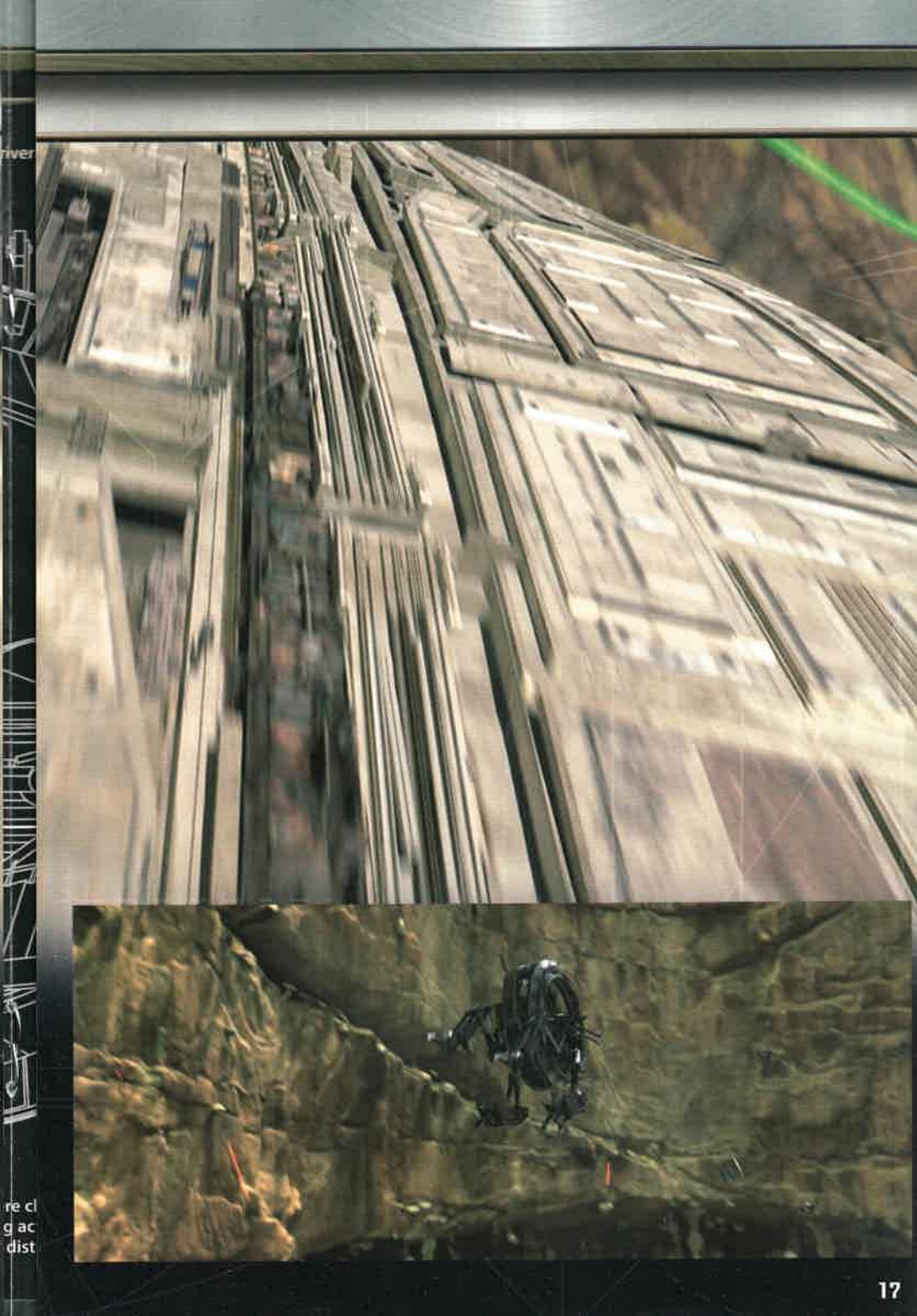
Affiliation
Old Republic, Galactic Empire



GENERAL GRIEVOUS' WHEEL BIKE

MODIFIED TSMEU-6

With its flexible, powerful claws, the Tsmeu-6 personal wheel bike is capable of travelling on many surfaces – something General Grievous proved when attempting to escape from Obi-Wan Kenobi on Utapau. He was even able to drive along the outer surface of a Separatist core ship.



GENERAL GRIEVOUS' WHEEL BIKE

Type
Modified Tsmeu-6 personal wheel bike

Manufacturer
Z-Gomot Ternbuell Guppat Corporation

Length
2.5m wheel diameter,
3.9m with legs extended

Maximum Speed
330km/h in wheel configuration,
10km/h in walker configuration

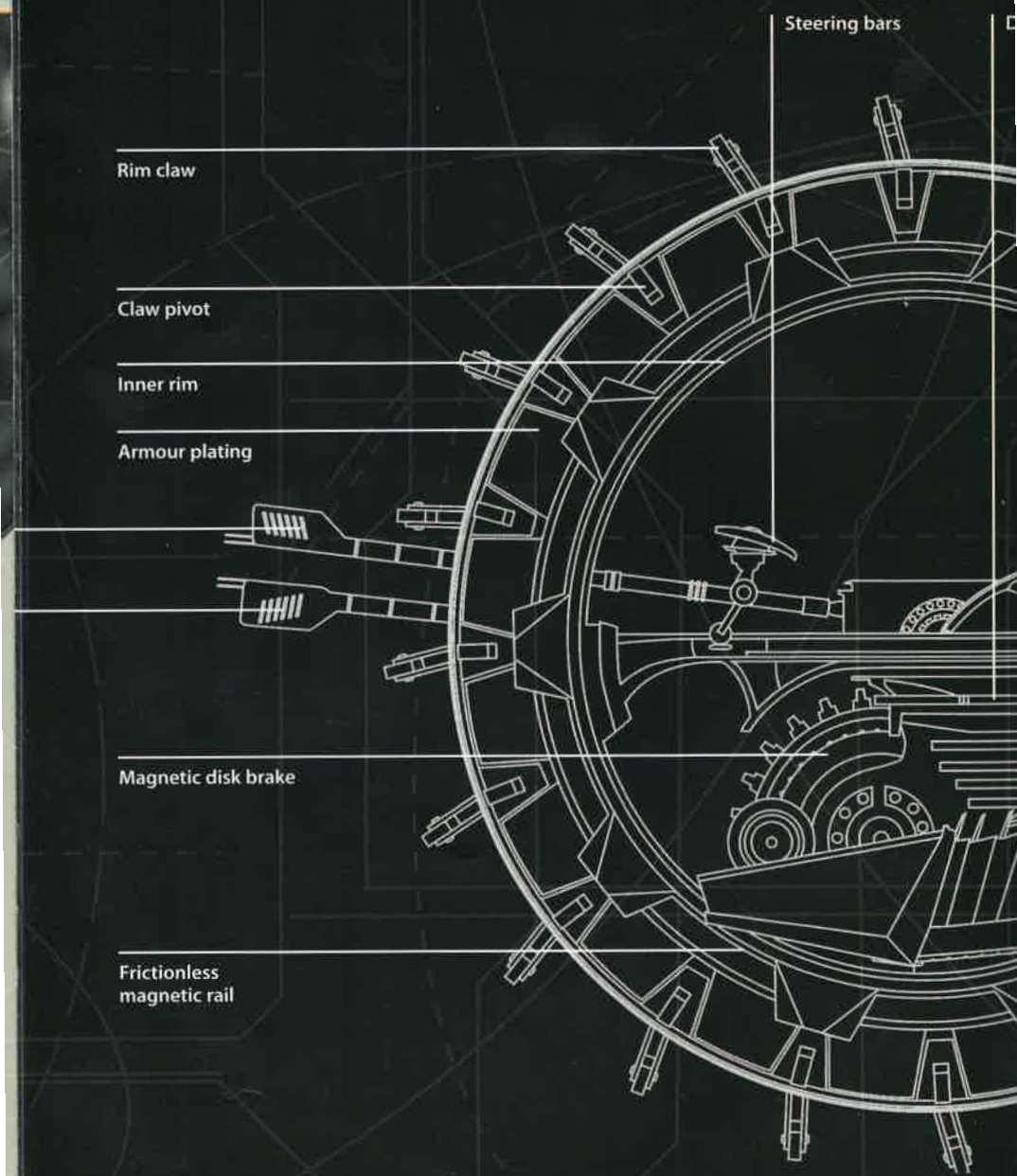
Weapons
1x nd-53 double laser cannon

Crew
1 pilot/gunner

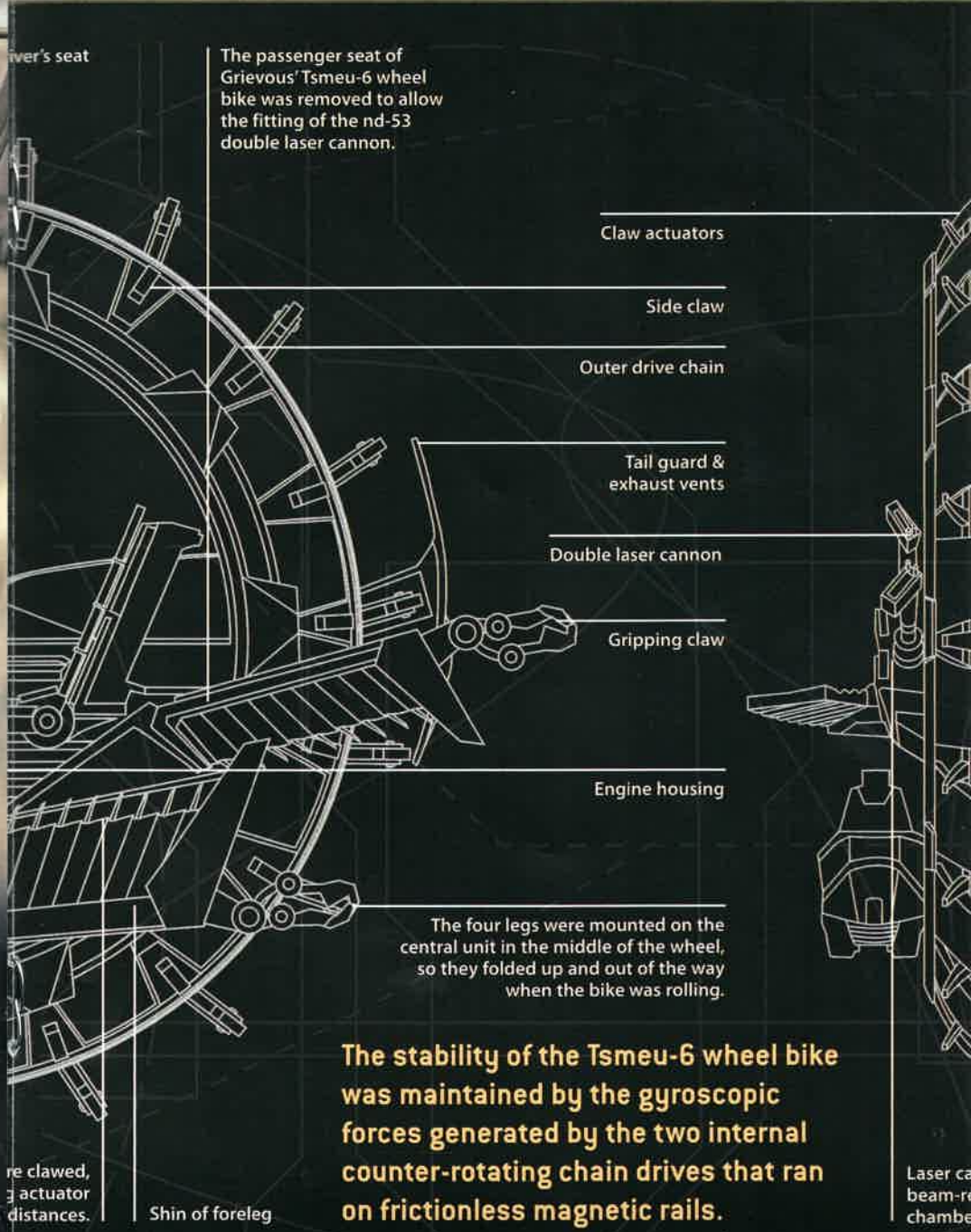
Anti-static spikes

The powerful nd-53 double laser cannon featured additional recoil-damper systems.

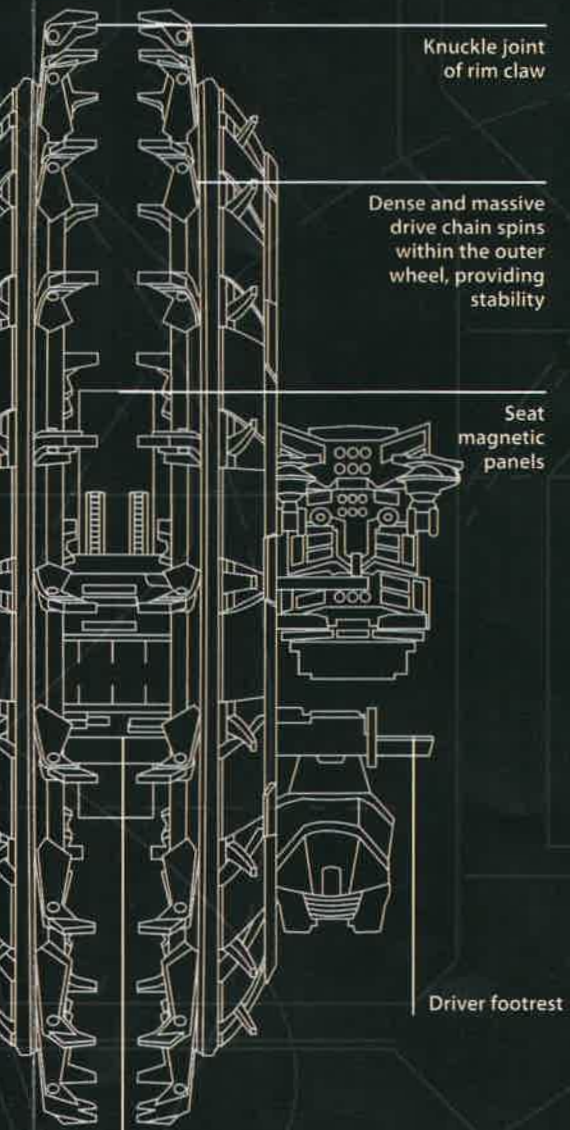
STAR WARS



The legs featured additional armour plating. The feet w
and the armour plating included climbing spurs. Powerful l
pneumatics allowed the bike to leap considerabl


iver's seat
The passenger seat of Grievous' Tsmeu-6 wheel bike was removed to allow the fitting of the nd-53 double laser cannon.
Claw actuators
Side claw
Outer drive chain
Tail guard & exhaust vents
Double laser cannon
Gripping claw
Engine housing
The four legs were mounted on the central unit in the middle of the wheel, so they folded up and out of the way when the bike was rolling.
re clawed, actuator distances.
Shin of foreleg
Laser ca beam-re chambe

The stability of the Tsmeu-6 wheel bike was maintained by the gyroscopic forces generated by the two internal counter-rotating chain drives that ran on frictionless magnetic rails.


Knuckle joint of rim claw
Dense and massive drive chain spins within the outer wheel, providing stability
Seat magnetic panels
Driver footrest

annon's
esonance
er

The chain links featured built-in capacitors that stored reserve energy to power additional systems – the legs and the laser cannon.

Kick boxing

Grievous' modifications to his wheel bike made it a considerable threat on the battlefield. Even when fleeing from the Republic's attack on his forces on Utapau, Grievous showed that he could use the legs of his walker as weapons in their own right. They battered and swiped at clone troopers as he passed, even grabbing one and hurling the unfortunate into the depths of Pau City's sinkhole.

BOGA

AN UTAPAUAN DRAGONMOUNT

The Jedi had a habit of making use of local resources as they travelled the galaxy. On Utapau, while searching for General Grievous, Obi-Wan Kenobi used the Force as his guide to select a varactyl mount.

The sinkhole communities of Utapau were an intricate vertical maze. Long centuries before, the Utai people had domesticated the varactyl – long, agile lizards that used their clawed toe pads to scale the cliff faces in search of warmth and to dig for food. It was through using varactyl mounts that the Utai first encountered the taller Pau'ans and began the mutually beneficial relationship that built the successful society so threatened by the arrival of General Grievous and his droid armies.

A Strange Ally

Obi-Wan Kenobi had come to Pau City, capital of Utapau, in search of Grievous. He was informed that the droid commander was on level 10 of the city. Seeking a quick way to get there that would also blend in with the normal day-to-day life of the city, Kenobi was directed to the Utai varactyl wranglers. Opening himself up to the Living Force, Kenobi was drawn to one varactyl in particular. Standing four metres tall at the shoulder and 15 metres long, the imperious-looking dragonmount Boga was a blaze of iridescent greens and blues, topped off with an arresting feathery crown.

Quite A Team

With Obi-Wan in the saddle, she swiftly scaled the sinkhole walls, bringing Kenobi quickly to level 10. Moving into the rafters and maintenance walkways of the level, Boga silently padded along. Soon, Obi-Wan was able to find and confront Grievous. When the cyborg fled on his wheel bike, Obi-Wan whistled for Boga. Ignoring the raging laser battle around her, and crushing a few droids on the way, she ran to Obi-Wan and together they raced after Grievous. Boga drew level with the wheel bike, allowing her Jedi rider to battle Grievous. Only when Kenobi leapt aboard the wheel bike did Boga fall back, only to rejoin her new friend after the droid general was dead.

Fatal Fall?

With Boga as his transportation, General Kenobi ranged through the battle in Pau City. However, when Order 66 was issued, the clone troopers turned their guns on the Jedi. An AT-TE fired its cannon, knocking Obi-Wan and Boga down into the depths of the city. The Jedi Master thought Boga was dead and mourned for her. However, she had survived, slinking off to recover from her wounds and rejoin her stable-mates long after the battle was over.

PROFILE

Boga

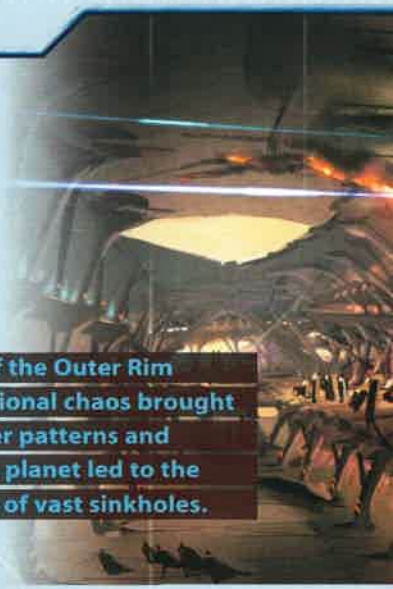
Homeworld
Utapau

Species
Varactyl

Sex
Female

Length
15m

Diet
Herbivore



PAU CITY

CAPITAL CITY OF UTAPAU

Utapau, a planet in the Tarabba sector of the Outer Rim territories, had nine moons. The gravitational chaos brought by these satellites caused violent weather patterns and powerful tidal forces. The geology of the planet led to the oceans draining away and the formation of vast sinkholes.

Once, millennia ago, Utapau had surface water. However, the porous crust of the planet was easily eroded by its seas, and their waters drained away into vast caverns that had once been magma chambers. These in turn gradually eroded and expanded outwards, linking up until the water finally formed vast subterranean oceans. The effects of the underground water, acidic rain and geological instability caused by Utapau's nine moons meant that sinkholes opened up, as sections of the surface collapsed into voids below.

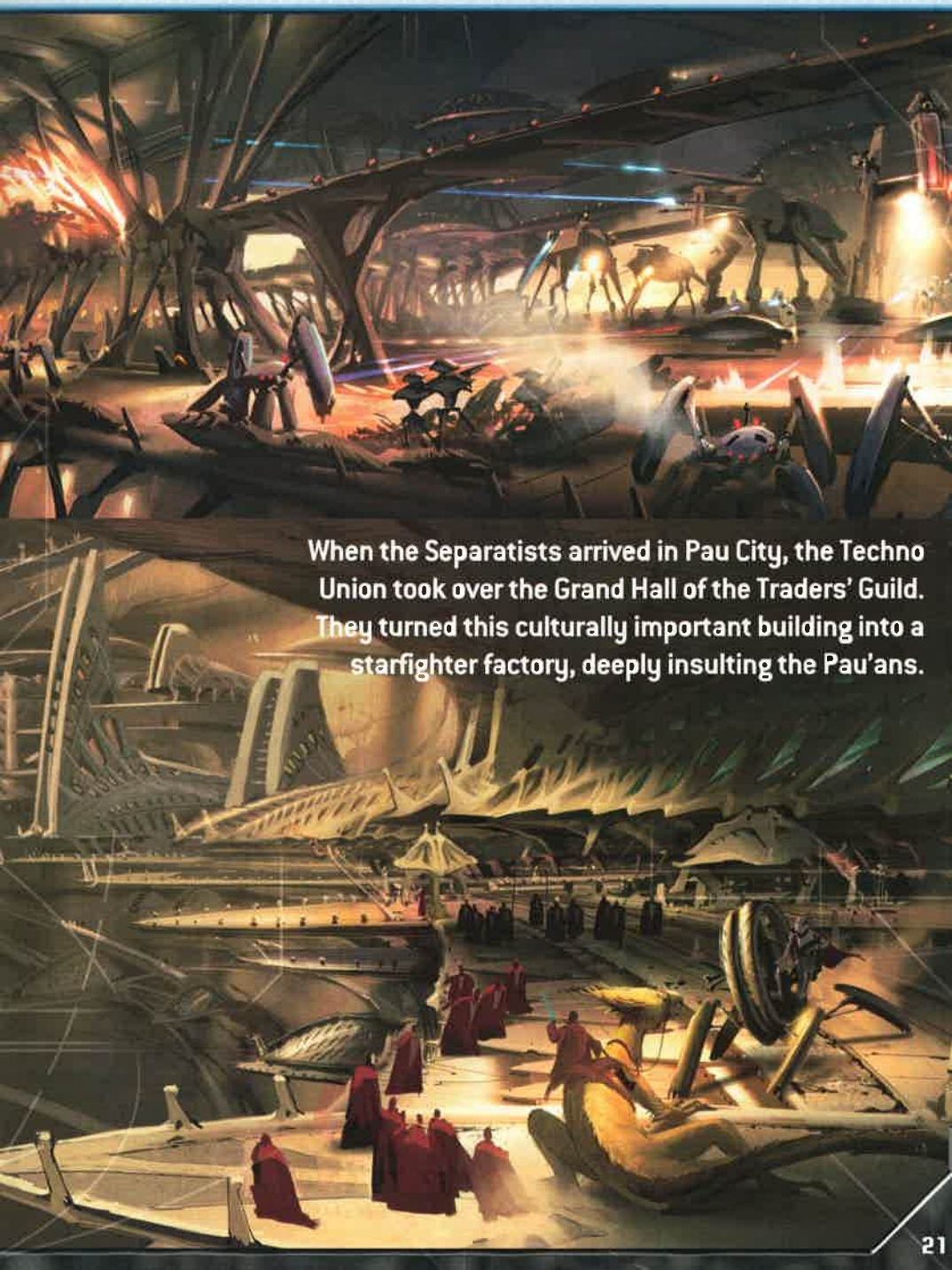
Utapau Looks Outward

As violent windstorms formed on the surface and intensified, the wildlife and humanoid population of Utapau moved into the sinkholes for protection. There, the tall Pau'ans and the smaller Utai drew together to create a unique society.

Utapau was largely ignored by the greater galaxy, though it was briefly a battleground during the Great War some 3500 years before the Clone Wars. The planet largely continued in isolation until the discovery, some few years before the Clone Wars, of valuable minerals and chemicals unique to the rich underground oceans of Utapau. To facilitate trade with the galaxy, Pau City, set in a vast sinkhole many kilometres wide and deep, became the principal Utapauan trading port and the embodiment of the planet.

Layered Organisation

With around a million inhabitants, Pau City was the largest single settlement on Utapau, and was the planet's capital city. Taking advantage of a natural network of caverns and tunnels, the city was built on 11 levels. Transport was handled by quadruped varactyl



When the Separatists arrived in Pau City, the Techno Union took over the Grand Hall of the Traders' Guild. They turned this culturally important building into a starfighter factory, deeply insulting the Pau'ans.

Unusual Resource

The chief industries of the Mining Levels were waste disposal and excavating the incredible bone mines that hacked out massive fossils of ancient whale-like creatures that were used in the Ossic architecture of Pau City. Ossic architecture was a fusion of both Pau'an and Utai building styles and was an outward demonstration of the coming together of the cultures.

dragonmounts and flying dactillions, though speeders were also in use as the city became a thriving port.

The 11 levels were subdivided into four zones. The top level was the Civic Level, where the city government was based. It was also where the planetary councils would meet when matters affecting all of the independent settlements arose. It was where the Pau'an elite lived – closer to the light as a sign of status.

Wealth And Produce

The Wealth Level, on level 10 of the city, was where the most important trade industries were based. Those included the treatment and processing plants that drew the trade goods from the subterranean seas. The majority of Pau City's port facilities, including the larger landing platforms, were based here. Level 10 was where a Separatist core ship docked, unloading General Grievous and his droid forces. Formerly the homes of the Pau'an middle classes and wealthy Utai, it became the base for the Separatist Council before Grievous moved them to Mustafar.

Produce Level, in fact a series of levels of the city, had some heavy industry but was primarily given over to the production of food – both hydroponically produced plants and specially reared animals. The dactillions and varactyl breeding and training facilities were there, along with the overwhelming majority of the Utai homes.

Mining The Depths

The lower depths of Pau City were the Mining Levels. These were also the most dangerous levels. In the darkness of the tunnels, and in the deep pools at the bottom of the sinkholes, many dangerous creatures lurked – large and fierce resputi-seals, or the aquatic nos monster, which was an evolutionary cousin of the varactyl. Despite these dangers, the better-known caverns, grottoes and ponds were kept safe, as they were popular places for Pau City residents to come and relax.

BUILDING BOGA

BEHIND-THE-SCENES SECRETS OF EPISODE III

Though the highly skilled and experienced team at ILM had created many creatures before, building the varactyl Boga – initially characterised as a male reptilian, rather than a female – was to prove a huge challenge...

In a meeting on 21 June, 2002, director George Lucas asked that a lizard mount be created based on an old trading card image created by Al Williamson. Concept artist and sculptor Robert E. Barnes was given the job, coming up with a number of designs. "He [Lucas] liked the neck of one lizard and the body of another," Barnes recalls. "Then George brought up the idea of the lizard having feathers."

In October 2002, taking Barnes's work as inspiration, artist Derek Thompson created a possible sequence where Anakin Skywalker rides in with a whole team of rogue lizard riders. Though the sequence was never realised, the look of the varactyl was taking shape thanks to art by Iain McCaig and Sang Jun Lee, plus Barnes's sculptures. By January of 2003, the look of Boga had been more or less agreed.

Pre-Production Hopes

George Lucas was to film the live-action elements of the varactyl sequences during 2003's shooting schedule. Visual Effects Supervisor John Knoll had hoped to delay this until pick-up photography in 2004 to allow his team time to develop a system whereby digitally animated sequences could be used to move an on-set rig, ridden by actor Ewan McGregor. Instead, Animation Director Rob Coleman worked intensively with the Animatics Departments to show how Boga's run would look. The team studied footage of real-world lizards running

The Varactyl's Tail

"A colour render and a brief character profile [helped] define the Boga's attitude and mannerisms. I think if he stretched his neck and tail out, he'd be almost 50ft long! The tricky part has been making him fast enough to catch Grievous' speeder, while maintaining the weight and physics of a creature with that much mass." ILM animator Glen McIntosh, July 2004.

to help keep Boga rooted in reality. In March 2003, Derek Thompson and Ryan Church created the look of the tunnels and caverns of Utapau through which the chase would take place, moving from organic to architectural backgrounds, while Iain McCaig storyboarded the sequence.

Filming Boga

Principal photography on Episode III began on 30 June 2003. Boga's physical 'gestures' were still being defined by Sang Jun Lee as late as May and June, but the filming for Boga's sequences began in September. On set, Boga was a blue-painted, barrel-shaped rig with a saddle on it, moved by hydraulics controlled by the effects department under the supervision of Dave Young.

Unfortunately, without the system that Knoll had sought to create, the live-action footage couldn't precisely match the animated Boga, so much of the filmed footage needed to be tweaked and tinkered with to keep Obi-Wan in place. When Boga was moving particularly enthusiastically, Obi-Wan became another digital character to ensure he stayed in the saddle!

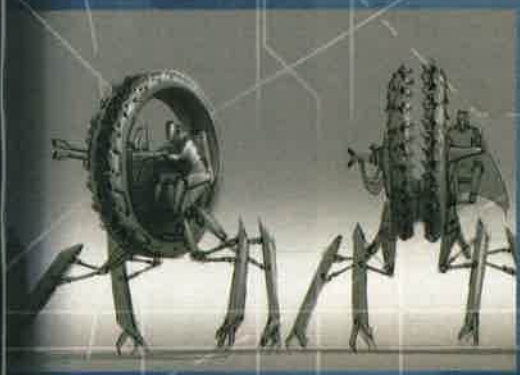
GRIEVOUS' WHEEL BIKE

STEP BY STEP DESIGN

EVOLUTION OF THE WHEEL BIKE

1 A number of artists put forward concepts for Grievous' vehicle. This is by Derek Thompson from December 2002. Meanwhile, T.J. Frame suggested a wheeled vehicle based on an earlier unipod droid.

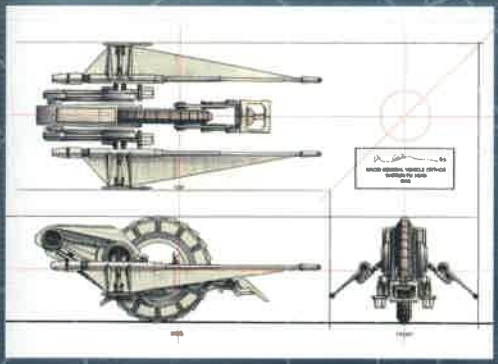
2 Thompson's version (above) featured impressive weaponry. However, George Lucas eventually decided that T.J. Frame's wheel droid would be the basis of Grievous' vehicle.



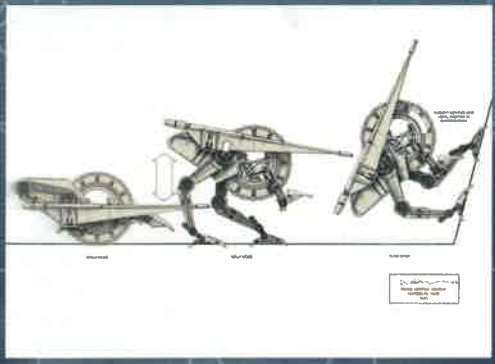
5 By January 2003, this sketch from Ryan Church shows that Grievous' bike was looking more like the one seen in the finished film.

6 Grievous' wheel bike was not the first of its kind shown in the *Star Wars* mythos. An early one was in the *Droids* cartoon series, driven by Jann Tosh.

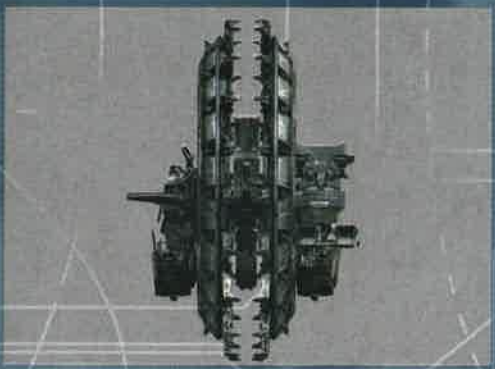
A production painting by Ryan Church from March 2003 showed Obi-Wan battling Grievous, lightsaber to MagnaGuard staff, while in the background Boga and the wheel bike are locked in mortal combat. Church remembers, "I was hoping that Grievous' vehicle was sentient, or that Grievous would plug into it and make it sentient."



3 Here, Warren Fu has taken the wheel bike concept further by late 2002, although this is more complex than it would become. From above, it resembles the side view of a TIE Interceptor.



4 The bike was intended to be able to climb sheer surfaces. At one point, it was considered that it might be an intelligent droid in its own right – a droid equivalent to Kenobi's steed, Boga.



7 The wheel bike evolved from a sequence where a number of droids chased Obi-Wan and Boga through the tunnels of Utapau.

8 The heavy firepower the bike needed was provided by balancing the pilot's seat with a cannon mounted on the other side.

DID YOU KNOW?

1 In his fight with General Grievous, which weapon does Obi-Wan use to kill the cyborg?

2 Was Shaak Ti killed by Grievous in Episode III?

3 After a fashion, Grievous heralds the appearance of which character and why?

ANSWERS:

1. Kenobi uses Grievous' own blaster – the BlasTech Industries DT-57 'Annihilator' heavy blaster pistol.

2. In a scene that was filmed but never used, Grievous is shown killing Shaak Ti.

3. George Lucas asked his art team to imagine a villain who would foreshadow the transformation of Anakin Skywalker into Darth Vader – perhaps by having breathing difficulties and looking a little like a droid…

J

Janwuine-jika

Ceremony
Expanded Universe

This was an intense ceremony whereby members of the insectoid Gand species were given the right to refer to themselves in the first-person. At the same time, a mate would be chosen for them by the Gand people. This was one of the highest honours that could be conferred on a Gand, and was reserved for only the most famous of the species. In addition, a Gand could be granted the position of Findsman – effectively making them a licensed bounty-hunter on their world.

Jari'kyn

Character
Expanded Universe

Seldom have dress designers had the kind of tough time that the Twi'lek Jari'kyn had while designing the dress for Mara Jade to wear at her wedding to Luke Skywalker. Jari'kyn was fired by Vanar, the designer she worked for, who had mocked her designs – though he knew that Jade would have preferred those of his assistant to his own very minimalist creations. In turn, Jade dismissed Vanar's designs. A chance meeting saw Jari'kyn able to show Mara her designs, which Jade approved gratefully. Before the poor Twi'lek could deliver the dress, she had escaped two assassination attempts by Imperial agents – the first an attack on Mara, the second an attempt to steal the dress and murder Jari'kyn. Only a last-second defection by one of the Imperials saved the dress, the designer and the wedding.

Jerec

Character
Expanded Universe

Not all Jedi died during the Great Purge instituted by Emperor Palpatine. A few were turned to the dark side, becoming Inquisitors and hunting their former allies and any with Force-potential. A former Padawan to Jedi Master Jocasta Nu, and a master of the Makashi form of lightsaber combat, Jedi Master Jerec was an archaeologist for the Order, seeking out lost knowledge. He was working in the Unknown Regions when the Empire was declared and Order 66 issued. His innate selfishness and arrogance made it easy for Palpatine's agents to turn Jerec, and he resumed his duties, enthusiastically seeking out ancient Sith knowledge. His intention was one day to rule the Empire, and the loss of Palpatine and Vader at Endor delighted him. Gathering a cadre of Dark Jedi, Jerec sought out the Valley of the Jedi on Ruusan, hoping to use its power to make himself invincible. Fortunately, he was stopped and eventually killed by Kyle Katarn.

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